EDGAR RICE BURROUGHS®

JOHN CARTER OF MARS®

2d20™

TRAVEL GUIDE
NARRATOR RESOURCE

MODIPHIUS ENTERTAINMENT

EDGAR RICE BURROUGHS®

JOHN CARTER OF MARS®

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Modiphius Entertainment Product Number: MUH051845-PDF

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INTRODUCTION

This resource accompanying the ***Legacy Map of Barsoom*** consists of three parts: Advice for using the legacy map and stickers, alternative options for playing out travel scenes, and the travel guide. The map is a place where players can mark their discoveries with notes and stickers to help flesh out the world of Barsoom as they discover it. The advice for travel scenes give new variants to keep travel interesting in your games. Lastly, the travel guide provides narrators with tools for generating interesting discoveries "on the fly" as the heroes travel through or over unmapped or unprepped terrain.

Using the Stickers and Map

The map and stickers in this resource are intended for player-facing mapping. That's where the players mark the map to reflect their journey and discoveries. Done well, it becomes a powerful tool for players and gamemasters. You can keep track of discovered locations or interesting places that you may want to later investigate, and means that the distance of travel can be easily understood.

This tool hits the "sweet spot" between the two extremes by creating a colorful map and memento of your game without requiring a lot of time or artistic skill.

Each time you encounter an interesting place in your exploration of Barsoom, take one of the stickers and affix it to the printed map, its also a good idea to give the place a title if possible . The stickers provided are:

First Born City – An outpost of the First Born, almost certainly centered underground or otherwise hidden from plain view.

Okar City – One of the iconic, glass-topped Okar metropolises. If not found in the polar regions, the explanation for its location and presence will be a mystery of its own.

Green Martian City – The capital city or major outpost of a green Martian Horde, encamped at the center of the abandoned and ruined outer districts.

Red Martian City – One of the wondrous and bustling red Martian cities. Its alliances and loyalties are for the heroes to discover.

Other City – A city of some other kind of intelligent life on Mars, such as the Therns, a Kaldane city, or maybe an outpost of displaced Jasoomians.

Temple – Temples and shrines grand and humble dot the surface of Barsoom. This is one of them, perhaps populated and operational, perhaps long-forgotten.

Cave Complex – Entry to the great underground spaces honeycombing Barsoom, possibly inhabited by terrible beasts.

Mysterious Structure – Like the Exum or the atmosphere plant, a great artifact of an earlier time with forgotten purpose or ancient technologies.

Hidden City/Stronghold – ranging from a secret outpost to a hidden military base, these secrets are the physical representations of Barsoom's deep secrets and conspiracies.

Ruins – Time is Barsoom's greatest and most patient warrior, and this is one of its victims. It's possible it was one a city, a temple, or perhaps it had some other purpose.

Farm – A red Martian farming community. If far from a canal course, it may be abandoned.

Village/Town – A smaller outpost of civilization, with or without walls. Almost certainly allied with a nearby city for protection.

As your campaign progresses, the stickers will note where newly discovered locations were positioned for reference later. Knowing where you put a city the players found several sessions ago means you wont accidentally recall it being in a completely different region later on. It also helps you see how much distance is between where the players are, and where they are going. If you know there is a huge distance between two cities, filled with open dead sea bottoms, you can plan for interesting travel accordingly.

The booklet also provides inspiration and solutions for when you're not sure what to put in a particular locale, or when your players send their heroes wandering out into areas you have yet to prep. Simply roll on the tables provided and let them spur your imagination into creating a vibrant, fleshed-out part of the Martian landscape.

Running Travel-Heavy Games

The challenge of travel-heavy games is much like the challenge of travel-heavy vacations. There's plenty of great stuff in between the hours of getting there from here, but those hours can be tedious. Since having your player characters bring a novel or do sudoku isn't much fun, and it's impossible to do an 80s-style musical montage, how do you handle those days and weeks of transport time between the action in adventures?

One of the great things about playing tabletop RPGs right now is we have decades of experience to guide us through tricky problems like this. Here are several of our favorites.

Time Jumps

This is the simplest way to handle travel time, and the most efficient. Simply say how long it's been, then pick up the action when things get interesting. "You travel for three weeks through the dry ocean beds, passing an abandoned city along the way. When you get to Jeddak Dor Arden's residence. . .."

The key advantage of this method is speed and simplicity. You save time for the most important parts of your game, and don't have to do any prep work for those periods. The disadvantage is that it doesn't make travel feel like travel, which can reduce immersion and tone for some players.

Cutaways

For lovers of the 80s-movie montage, this is the closest tool in a tabletop RPG toolbox. For each journey, play out one or more scenes that take place on the road. These could be role-playing interactions between the heroes, or the narrator characters, or specific actions toward success requiring tests with meaningful consequences.

If the party is riding for two weeks toward a meeting with a potential ally, a narrator might call for three scenes. One would be a hero making tests to learn or remember details about the ally's reputation, likes, and dislikes. Another would be a different player character seeking a rumoured traitor who they think wants to kill the person they are to meet. Lastly, a final sc where they put to rest a conflict and agree to work together.

Scene Variant: Flashbacks

This is a special scene where the players can flashback to a moment before the current scene to try and give themselves an advantage. This is useful if the players have had a long journey, or any other uneventful period of time that might have been skipped over during play, but where preperations might have been made.

Allow a player to 'flashback' and describe something that the group might have done during that uneventful period that might help them now. The player makes a test, relevant to the preperation that the players are attempting in the flashback. The difficulty of this should be relative to what they are trying to acomplish. If successful, the player gains 1 point of Luck that must be spent immediately in the present day scene on the Influence the Story spend.

Some examples of ways the flashback could work include:

- Having previously acquired a piece of relatively common equipment
- Learning the basics of a jed's guard rotation
- Making friends with people who will make decisions about the heroes later
- Hiding a weapon or tool upon one's person

This option encourages roleplay when using the Influence the Story Luck spend, and allows your players to get ready for an upcoming conflict or situation without bogging down play with discussions of what might happen. This can be especially useful when using the Time Jump method above or when skipping straight to the action, preventing players from feeling frustrated that they were unable to make preparations.

Scene Variant: Story Hour

Taking an example from the chapter "Sola's Story" in *A Princess of Mars*, where Sola tells Carter her history while they travel with the Tharks, this method is purely character development and can add great depth in a relatively short amount of game time.

Each time the heroes are on a journey of a day or more, go once around the table. Each player should either tell a story from their character's past, or roleplay a scene with another player at the table. The narrator can do this as one of the narrator characters, or instead share information about the game world in general.

Narrator's Toolkit and This Map

The booklet that comes with the ***John Carter of Mars*** *Narrator's Toolkit* also contains some interesting and helpful rules for handling travel and exploration. These rules are not meant to compete with those. Narrators can use both sets, applying each as seems most appropriate, or pick and choose those that work best for their games.

EXPLORATION TABLES

These tables are used to populate the areas that players explore which the narrator has not prepped details for. Alternatively, a narrator can use these tables to do prep, accepting the rolls as they fall or using them for inspiration.

In all cases, the narrator's previously established adventure design should supercede any results of this chart. This is for adding color to the blank spaces in your games, not for coloring over what's already been created.

Starting Table

You should roll on this table once for every 2–3 days of travel over unexplored or unprepped terrain, checking a d20 roll against the terrain the heroes are on and following the results. This is just an average, however. More densely-packed areas are common on Barsoom, as are places with broad swaths of nothing.

In many cases, a set of results will indicate something that matches one of the stickers in this set, like a red Martian city or a cave. When that happens, put the sticker on your map to note its location. For results of a more temporary nature, like a storm or migrating group, note the find in pencil so your heroes can return later and see what became of what they encountered.

STARTING TABLE

D20	SEA BEDS	PLAINS	MOUNTAINS	FOREST	WETLANDS	ICE CAPS
01	Mystery	Mystery	City	City	City	City
02–03	Natural	City	Cave Complex	Mystery	Mystery	Cave Complex
04–09	City	Natural	Natural	Natural	Natural	Natural
10–15	Uneventful	Uneventful	Uneventful	Uneventful	Uneventful	Uneventful
16–17	Travelers	Travelers	Curiosity	Curiosity	Curiosity	Curiosity
18–19	Curiosity	Curiosity	Travelers	Travelers	Travelers	Travelers
20	Hidden	Hidden	Hidden	Cave Complex	Hidden	Hidden

CAVE COMPLEX
One or more visible mouths form the entry to a complex of caves, caverns, and passages. Roll on Environs, Inhabitants, Features/Dangers, and Pits for full details.

CITY
An ancient city, once grand and powerful, now in a state of decline or even ruin. Roll on Environs, Size, Decay, Features/Dangers, Pits, and Inhabitants for full details.

CURIOSITY
A man-made oddity or feature. Roll on Artifacts table.

HIDDEN
Something once secret, now visible to those who seek it. Roll on Environs, Size, Inhabitants, and Features/Dangers tables.

MYSTERY
An unknown artifact from history, science, or the beyond. Roll on Artifacts, Decay, Inhabitants, and Features/Dangers tables.

NATURAL
A natural oddity or feature. Roll on Artifacts table for full details.

TRAVELERS
A single wandering group of people or beasts. Roll on Environ and Inhabitants tables for details.

Uneventful
This entry means there's nothing specific to catch the eye, but doesn't need to mean nothing happens at all. Narrators can describe the terrain in general terms as the heroes pass through or over it, such as describing a brief exchange with red Martian farmers, or a patch of unusually colored grass.

Alternatively, you can use one of the methods described to pass the time more internally among the player characters. Switching between these two options can add variety while instilling your Barsoom and your hero group with deeper color.

	Artifact	Decay	Environs	Features/Dangers	Inhabitants	Pits	Size
Cave Complex			✶	✶	✶	✶	
City		✶	✶	✶	✶	✶	✶
Curiosity	✶						
Hidden			✶	✶	✶		✶
Mystery	✶	✶		✶	✶		
Natural	✶						
Travelers			✶		✶		

D20	ARTIFACT TABLE

01 FROM OUTSIDE

Something from beyond Barsoom, or from beyond understanding, resting undisturbed.

- If a Curiosity, this is a technological or cultural artifact of a civilization beyond Barsoom ranging from Jasoomian weapons to Sasoomian clothing, to objects from other dimensions or the great beyond.
- If a Mystery, it is like a curiosity, but large enough to enter: a spaceship, research installation, or shelter built by those not of Barsoom.
- If Natural, it might be a meteor or asteroid strike, a growth of alien plant life, or similar result of the natural forces of Barsoom interacting with the natural forces of the universe.

02–03 OUTPOST

A single strange discovery, apparently once inhabited, but isolated and without context suggesting its origins or purpose.

- If a Curiosity, this is a single building, tower, or strange airship without markings or survivors.
- If a Mystery, this is a locked complex with 5-12 above-ground and subterranean buildings. If the heroes can get inside, what they find will be just as confusing as the exterior, if not moreso.
- If Natural, it's a small outcropping of an environment uncommon or inappropriate for the region, such as a stand of forest in the middle of a sea bed, or a rocky massif in the middle of wetlands.

04–09 FROM ANTIQUITY

Ancient construction or formations, their history and purpose lost to time.

- If a Curiosity, it's a mysterious device no larger than the size of the average Martian. It will have one to three odd characteristics such as being made of an unrecognizable material, unusual warmth or coldness, or emitting a mysterious hum.
- If a Mystery, this is a single grand building of ancient design, bedecked with brilliant murals depicting a civilization unknown to the heroes.
- If Natural, it is a deep ravine. Roll once on the Inhabitants table to see what inhabits the hidden area. If the inhabitants are intelligent, roll on the City table and have it build into the sides of the declivity.

10–15 RUIN

Whatever this originally was, only enough remains to leave its finders curious of its origins.

- If a Curiosity or Mystery, this consists of fragments of unusual materials with strange markings, spread out over a few hundred square yards. If the narrator so chooses, they might be within a crater or other impact marker.
- If Natural, it's either a zone of dead nature such as an unusually sandy desert, or a blighted farm, or it's a ruined structure that's purpose is not immediately obvious. It might be clearly natural, or in a pattern suggesting a mind at work.

16–17 MODERN

A more recent construction or formation. Though abandoned by its creators, it may still be functional.

- If a Curiosity, this would be a small technological station like a water pump or old red Martian farm with functioning risers. Its usage will be known to most characters.
- If a Mystery, this will always be a green Martian incubator. Roll d20. If 1-10, it is unguarded. On 11-16, a garrison of 20 warriors is on guard nearby. On a 17-20, an entire war band of 100 or more, with thoats and calots, is camped in the area. On a 20, the eggs are in the process of hatching.
- If Natural, the heroes encounter heavy weather or a similar phenomenon in progress. Narrators should choose something appropriate for the area like a storm, avalanche, forest fire, sandstorm, or similar calamity. This may threaten heroes stuck without shelter.

18–19 INSTALLATION

An ancient or modern structure built with a purpose, but whose purpose may be secret or entirely forgotten.

- If a Curiosity, this is a cache of art, equipment, or weapons of unknown origin and type. They might be secreted in a single location, or spread over a distance as if dropped while their owner was in flight.
- If a Mystery, this is a complex of up to 100 buildings of dimensions inappropriate for any Martian species. Occasional art, equipment, or even books will create more mystery than understanding about who built this place, and for what reason.
- If Natural, this is the kind of natural phenomenon that draws tourists or even worshippers on earth: a keyhole arch large enough to fly a battleship through, a bed of perfectly white sand, a tree more than 1,000 feet in diameter, or a similar wonder.

20 CALAMITY

The result of some terrible disaster, or war. What remains is utterly unusable, and perhaps unrecognizable.

- If a Curiosity, this is a meteor or asteroid strike. The ground and any structures will have been profoundly damaged. The meteor or asteroid may or may not still be on site.
- If a Mystery, the heroes encounter the site of a massive battle. Bodies, wrecked ships, and dropped or spent weapons are everywhere. They might be a few days, or a few millennia old.
- If Natural, this is a broad expanse of devastation, of the sort left by a volcanic eruption, major forest fire, or extensive drought.

D20 DECAY TABLE

01–02 DUST AND RUBBLE

All that remains are broken roads, collapsed pillars, and the wind-swept stones of long-forgotten walls. There is little to discover here, and no cover save for what might lurk below. The slow decay of time has all but claimed whatever once was.

03–07 RUINS

Remnants are largely destroyed. Buildings stand, but are decrepit and entirely looted. Structures provide shelter, but are insecure as all doors and widows have rotted away.

- If a City, the narrator can spend 1 Threat to make the unstable buildings produce a minor hazard, or 3 Threat to make an entire floor or building collapse.
- If a Mystery, the actual mystery may be in fairly good condition, but the entry or access is badly damaged. It may take days to gain access, if access is possible at all.

08–14 WEATHERED

Mostly standing, but shows wears from centuries of exposure to the elements. Buildings may retain faded art and furniture, and less accessible areas may be unlooted.

- If a City, the narrator may spend 3 Threat to make an unstable building collapse, causing a minor hazard or inconvenience to the heroes.
- If a Mystery, the place is largely intact. However, weathering may have rusted, corroded, or otherwise damaged its workings beyond repair.

15–18 INTACT

Protected from wind and storm. Buildings remain intact with functioning doors and windows. Gardens and parks have grown wild, and many stores are unlooted if ancient.

- If a City, it is intact enough to draw inhabitants. Roll on the Inhabitants table.
- If a Mystery, it is likely still functioning. However, supplies or wearable parts might need replacing or repairing before it can be brought to use.

20 PRISTINE

Eerily free of signs of ware, despite being abandoned by the original inhabitants. Tools and weapons, silks and furs, are clean and in perfect condition. Food and other perishables remain viable.

- If a City where the Inhabitants roll produces nothing, there must be a reason for such a useful area to be deserted. Roll an extra time on the Features/Dangers table, ignoring any beneficial results...or invent something mysterious and deadly.
- If a Mystery, it is not only likely to be able to function, but actually actively operating. This may or may not pose a danger to heroes investigating it.

D20 ENVIRONS TABLE

01 PEAK

Atop a mountain, mesa, or other place of great height. This will be difficult to reach by foot.

- If a Cave Complex, its size is constrained by the size of the peak. Roll twice for Size, taking the lower result.
- If a City, it will have much of its expanse built into the rock of the mountain. Roll twice for Pits, taking the larger result.
- If Hidden, the entry will be within a shallow cave or hollow in the face of a cliff.
- If Travelers, they will be camped on high ground, watching the heroes and ready to defend their position from a point of advantage.

02–03 HILLS

Nestled in gently rolling hills, offering a good view of distant places with some nearby areas obscured.

- If a Cave Complex, it could largely hollow out a single hill, or might go deeper to run beneath several.
- If a City, its capital and palace will be atop one of the higher hills in the area. Especially large cities will encompass multiple hills, each being topped by one of the larger public buildings or estates.
- If Hidden, heroes will find the entry among large stones in a hollow among the hills.
- If Travelers, half their number will be visible on the next peak, while the other half will be on the opposite side, out of sight until the heroes approach.

04–09 FLATLAND

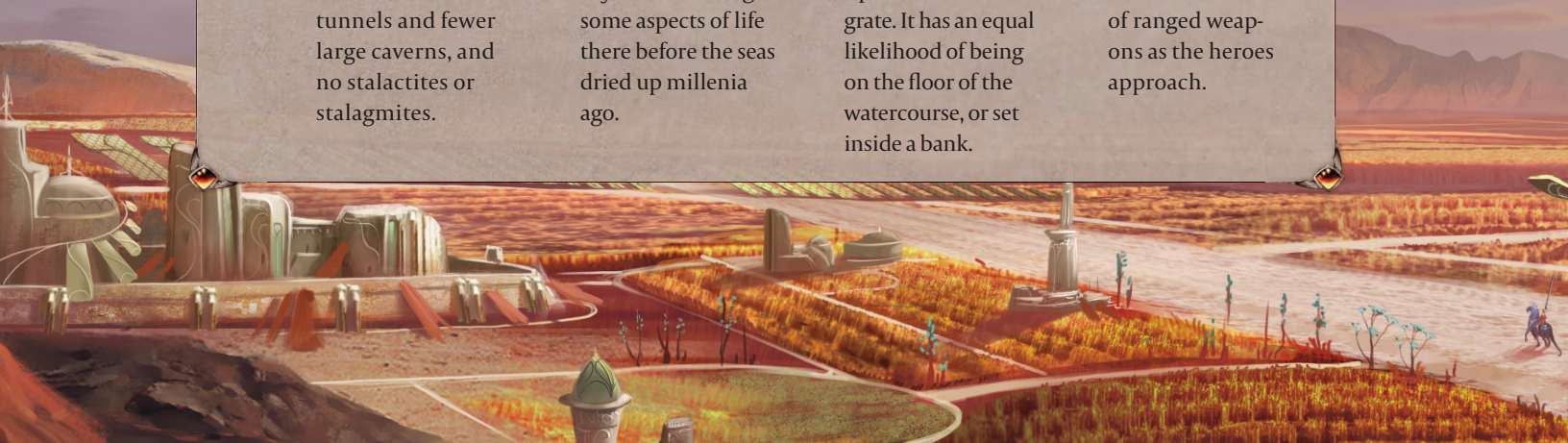
Set on a valley floor or other flatland, devoid of vegetation or most other opportunities for obscurement. May or may not rest against the curve of a canal, which may or may not be dry.

- If a Cave Complex, its entry will be a hole in the ground rather than an opening in a face. This may provide hazards to those crossing terrain, who might not spot the hole until it's too late.
- If a City, it will have strong, high walls in the absence of more defensible terrain.
- If Hidden, the entry door will be flat on the ground, perhaps obscured by debris, dust, or vegetation.
- If Travelers, they will be visible from a great distance. Armed, intelligent foes will make use of ranged weapons as the heroes approach.

10–15 DRY WATERCOURSE

Against the edge of what was once of a sea, lake, or river. The area likely still supports vegetation, which may have overgrown what is found there.

- If a Cave Complex, it will show signs of having once been underwater. Caves like this have more tunnels and fewer large caverns, and no stalactites or stalagmites.
- If a City, it will show a distinct coastline, with some kind of wharf or pier, now dry but indicating some aspects of life there before the seas dried up millenia ago.
- If Hidden, the entry will still bear evidence that it was once submerged, such as a pressure door or grate. It has an equal likelihood of being on the floor of the watercourse, or set inside a bank.
- If Travelers, they will be visible from a great distance. Armed, intelligent foes will make use of ranged weapons as the heroes approach.



16–17 RAVINE

Cradled in a natural recess, this is hidden from view but relatively easy to spot once the canyon is spotted.

- If a Cave Complex, it will probably extend to both sides of the ravine, with multiple entries and exits in the walls.
- If a City, it will be built into the side of the cliffs. This rare but not-unheard of style of Martian architecture produces wondrous, multi-tiered galleries of homes, palaces, and gardens.
- If Hidden, it will be in a cave or hollow in the ravine's side. It might even be nestled in a "false front" of a few well-constructed cliffside rooms or dwellings.
- If Travelers, it's likely they will have camped in the shelter for at least one night. They will have prepared defenses, but may be sleeping or otherwise less watchful in the relative safety.

18–19 BADLANDS

Rough and barren terrain prevents easy ground access to this discovery, as it is set in broken and rocky terrain, sucking swamps, or other difficult terrain.

- If a Cave Complex, it will likely have multiple entries and exits, as the caves will be bisected by dips and rises in the earth.
- If a City, more of it will be underground than cities built on easier terrain. Roll twice each for Size and Pits, taking the lower of the Size results but the higher of the Pits results.
- If Hidden, it will be nestled in the hollow of a natural lowland, difficult to approach and easy to defend.
- If Travelers, one-third to one-half of their number will be visible upon first sighting. The remainder will be out of sight behind outcroppings in the land.

20 SUBTERRANEAN

Either built entirely underground for security or anonymity, or covered over with sand and rubble over the course of centuries.

- If a Cave Complex, it runs unusually deep into the ground. Roll twice on the Size table and take the higher results.
- If a City, it was built underground for a reason. The architecture, artifacts, and potentially on-site remaining security will reflect whatever reason you decide upon.
- If Hidden, its entry may be entirely covered by blown dust or even soil, with only strange patterns in the local flora to indicate its presence.
- If Travelers, they may try to ambush the players, be lost or stuck here, or be using the place for shelter.

D20 FEATURES/DANGERS TABLE

01 ANCIENT TECHNOLOGICAL HAZARD

Some device or invention from earlier times remains here, still causing harm to those who enter centuries and millennia later. Examples include a "No Fly Zone" where the eighth ray produces no buoyancy, a murderous machine intelligence, or an area weapon that still fires from time to time.

- If Caves or a City, the hazard will be hidden in a chamber or buildings someplace within the complex.
- If Hidden or a Mystery, the hazard may well be the entire encounter.

02–03 GRAND GALLERIES

At one time, this place may have been famed for its grandeur, size, and beauty. Even though it is but a shadow of its former self, the sight remains enough to impress even the travel-weary.

- If Caves, some of them will be of massive height and breadth, with beautiful outcroppings of gems and veins of precious metals. Curtains and towers of stalactites and stalagmites will be common.
- If a City, it will once have been renowned for either a single grand piece of architecture, or a city-wide style of unique beauty. No matter how decayed the place is now, some signs of this beauty will remain.
- If Hidden or a Mystery, the grandeur will be smaller in scale, but still amazing. It might include a single chamber entirely made of gemstone, or a work of art that stirs the soul.

04–05 MILITARY OUTPOST

This place was or is an outpost for the military of one species, city, or other organization. It is defensible, compact, and relatively secret.

- If Caves, Hidden, or a City, the entire place will be reinforced and subdivided for maximum defensibility. If occupied, it will be a highly organized and operating military base. If abandoned, it may still contain weapons or other materiel.
- If a Mystery, its architecture will be unfamiliar to modern Martians of any species, and potentially contain unknown technology.

06–08 CULTURAL CENTER

During its heyday, this place was known for its great library, or as a hub of the arts, a great arena, or the music made by its inhabitants. To this day, signs of that heritage remain.

- If Caves, at least one chamber will have incredible natural acoustics, and evidence of having been used as an arena or auditorium.
- If a City, multiple buildings are dedicated to art, literature, music, or other pursuits, and will still bear evidence of their original purpose.
- If Hidden, it will be a shrine to, or cache of, some kind of subversive art or thinking.
- If a Mystery, the culture in question will be of unknown or even otherworldly origin. It might be a research station dedicated to its study, or the remains of a private collection of oddities.

09–12 NONE TO SPEAK OF

Whatever its history may have been, nothing remains to indicate it. What remains is but desiccation and emptiness. That may raise more questions than it answers however, such as "What was this place?". "What happened here?" or just simply "Why?".

13–15 NOCTURNAL STALKERS

Though few creatures move during the day, at night there are hunters abound. They are aggressive and hungry, attacking anyone they encounter.

- If Caves or a City, their lairs will be in multiple chambers or buildings in an out-of-the-way section of the complex. Heroes who encounter them sleeping by day might gain temporary advantage to avoid or attack them.
- If Hidden or a Mystery, the stalkers will lair someplace nearby and out of sight, descending upon the area shortly after dusk.

16–17 DANGEROUS PLANTS

Strange vegetation grows here, running wild in corners where some dampness collects. It is either outright carnivorous, or intoxicating and addictive. .

- If Caves, the plants will be large fungi, most likely phosphorescent. They could consist of a few enormous specimens, or a great field of small individuals collectively covering a great space.
- If a City, these probably grow in the remains of great terraces and gardens, and may be deceptively delicate, beautiful, or alluring.
- If Hidden, the plants closely resemble a normal and common form of Barsoomian flora. They reveal their true nature only after the heroes are close enough to impact.
- If a Mystery, the plants bear some kind of unique or unusual characteristic. They might be more appropriate for a different biome, clearly of another planet, or growing in an area that cannot support vegetation.

18–19 TRANSPORTATION HUB

A great set of wharves and docks, or an aerodrome or similar transportation center, formed the heart of this area at one time. Though history has left it behind, some remnants may remain and even be useful.

- If Caves, it is or once was a network of subterranean rivers allowing easy water transportation.
- If a City, this could mean a massive aerodrome, great paddocks for thoats and zitidars, or a massive set of docks, piers, or wharves. Whatever its nature, the city will be built to surround and serve it, and will bear many marks of the role in its remaining art, architecture, and artifacts.
- If Hidden, it is or was the center of a clandestine transportation network, which may or may not be known of by the communities between which it permits access.
- If a Mystery, it is clear the discovery is some kind of transportation hub, but it's for a form of transport previously unknown on Barsoom. This could be an unprecedented variation of something familiar, or something entirely new.

20 PLACE OF POWER

Strange energies here impact the mental powers of those who linger, granting increased capacity but sometimes simultaneously causing madness and aggression.

- If Caves, the power of the place will be reflected in the cave formation. They might be in parallel lines or concentric circles, the very earth being altered by the power radiating within.
- If a City, it will have some kind of structure at the epicenter of the phenomenon. Whether this is a great monument, a humble shrine, or a normal building hiding its true nature is up to the narrator.
- If Hidden or a Mystery, it's likely the entire location is built around its nature. It could be a shrine, a scientific outpost, or a hermit's dwelling.

D20 INHABITANTS TABLE

01 SECRET MARTIANS

Okar, Orovar, or a group of other rarer seen Martians on an excursion from their homelands for reasons they would rather keep to themselves. They are very likely to kill those who discover them, to keep their secrets.

- If a Cave or Hidden, this will be a secret listening post occupied by up to a dozen individuals who will defend the secret to the utmost.
- If a City, roll again. If the result is different, this indicates an enclave of 2-8 spies monitoring the other inhabitants. If the result is the same, this is a permanent base of one or two dozen of that species.
- If a Mystery, a group of 3-12 Martians will be on site, exploring the mystery and trying to discover how it could be used to forward their, or their peoples' agendas.
- If Travelers, this is a group of 3-20 spies or scouts, en route to or from one mission or another. They are more likely to avoid than engage the heroes, but will fight viciously and efficiently if cornered.

02–03 RARE MARTIANS

A group of First Born, Kaldanes, Goolians or Therns, likely far from home.

- If a Cave, the heroes have found a Holy Grotto. This is an ancient temple carved into the living rock, and made holy to a splinter sect of up to 100 Martians who worship Issus, or other forgotten deity.
- If a City, roll again. If the result is different, this indicates a temporary settlement. If the result is the same, this is a permanent city of that species, a true rarity on Barsoom.
- If Hidden or a Mystery, this is a party of up to three dozen hostile inhabitants. They will almost certainly try to kill or capture anybody who becomes aware of them.
- If Travelers, the heroes come across a nomadic or traveling group whos reasons for leaving their homelands might vary from escaping war to exploration of the unknown.

04–09 COMMON MARTIANS

A group of red or green Martians, organized and outfitted as determined by the other rolls for this discovery. Alternatively, narrators could make this the most common Martians for that environment: Okar in the north pole, First Born in the south pole, etc.

- If a Cave Complex, up to 100 Martians have set up a permanent presence here, either as exiles from their homes or on a long-term mission from their jeddak.
- If a City, it is a fully-populated civilization, either an independent city or a vassal of a major nation in your game.
- If Hidden, it will require an attribute test to spot the party of 6 to 12 spies. If the heroes do not spot them, the other party may or may not follow the players.
- If a Mystery, it will be a single Martian alone for reasons of their own, or a party of mixed species working together.
- If Travelers, it's a war party of up to a thousand moving on patrol, attempting to escape, or moving settlements. Alternatively it is a small hunting party, a messenger or potentially hostile mercenaries.

10–15 ABANDONED

Nothing lives here, though there may be signs of somebody or something having recently passed through.

- If a Cave, Hidden, or Mystery keep this roll.
- If a City, roll once more. If this result repeats, keep it. With a different result, the area is only mostly abandoned. This might mean only certain parts of a city are still inhabited by few numbers of people, or the location is in the process of being abandoned.

16–17 COMMON BEASTS

The area is a den for one or more kind of creature common to Barsoom.

- If a Cave, the beasts make their lair here.
- If a City, this almost always means the place is overrun by white apes. Heroes can expect encounters with them every 1-3 hours they spend here.
- If Hidden, the beast is lying in ambush using whatever camouflage it possesses.
- If a Mystery, it is some unseen variety of the common beast, with an unusual pelt, extra limbs, or a more exotic mutation.
- If Travelers, the beasts are migrating or running from something. On the move, they are likely hungry and will attack easy prey but flee if wounded.

18–19 RARE BEASTS

The rarest and most terrible creatures on Barsoom have to live someplace. This is one of those places, to the peril of those who intrude.

- If a Cave or City, its presence dominates the area. Bones of its prey lay scattered around, and any other inhabitants are highly aware of its presence.
- If Hidden, the beast is lying in ambush using whatever camouflage it possesses.
- If a Mystery, it is an entirely unique creature on the face of Barsoom. The narrator should invent one, or combine two creatures into a chimerical new being.
- If Travelers, the beast is on a rampage. It pursues and slaughters everything in its path. If the heroes follow its trail, roll twice on Inhabitants on the next three discoveries. If the result is not a double, the beast has slaughtered all of what the original result was. If it is a double, the population survived or avoided the attack.

20 CREATURES STRANGER STILL

Barsoom is home to many stranger or unique beings, and is sometimes visited by creatures from someplace else entirely. Roll another 1d20 and make the result appropriate for the area this occurs in.

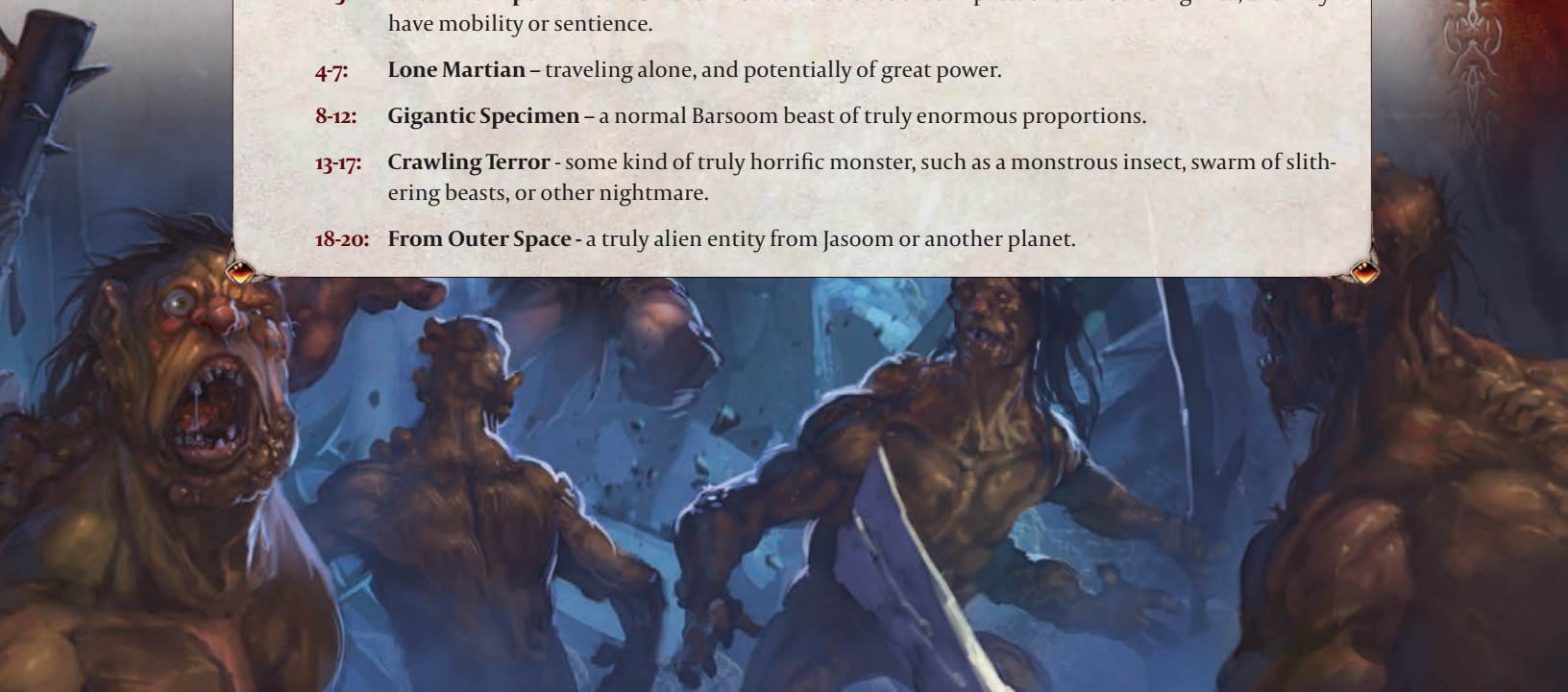
1-3: **Scientific Experiment –** some form of weird science that impacts the surrounding area, and may have mobility or sentience.

4-7: **Lone Martian –** traveling alone, and potentially of great power.

8-12: **Gigantic Specimen –** a normal Barsoom beast of truly enormous proportions.

13-17: **Crawling Terror** - some kind of truly horrific monster, such as a monstrous insect, swarm of slithering beasts, or other nightmare.

18-20: **From Outer Space** - a truly alien entity from Jasoom or another planet.



D20	PITS TABLE
01–03	**NONE TO SPEAK OF** No underground construction of any kind. Though rare, not unheard of. ✶ If a Cave Complex, this is a single large cave or hollow, large enough to camp or shelter. ✶ If a City, all construction is above ground. Narrators may want to include a logical reason for this oddity of Barsoom architecture.
04–05	**COLLAPSED OR IMPASSIBLE** Though something existed at one time, they have since become inaccessible. ✶ If a Cave Complex, something lies behind a blockage. What caused it and how long it takes to get around is up to you. ✶ If a City, no amount of digging will provide a way in. The pits are irrevocably filled.
06–07	**LARGELY IN RUIN** Much of the place is unstable or ruined. Passageways, chambers, and caverns exist but are full of debris or end abruptly in collapsed tunnels. Vigorous or violent activity may trigger a cave-in. ✶ If a Cave Complex, getting from one cavern to another may require squeezing through or digging out piles of stones. It's possible this is several distinct caves with no connection in between. ✶ If a City, it's likely several sets of pits exist, blocked from each other by caved-in tunnels.
08–10	**MODEST NETWORK** A complex of 10-100 spaces, in serviceable order. Debris covers the floors, but does not impede movement. ✶ If a Cave Complex, this might be hundreds of small chambers and passages, or a group of a few dozen larger interconnected caverns. Roll an extra time for inhabitants. ✶ If a City, the network probably consists of several clusters of rooms, interconnected, with long, tunnels attaching each cluster to one or more others.
11–13	**SIZABLE NETWORK** This area consists of hundreds of chambers and tunnels descending ten or more levels. ✶ If a Cave Complex, it likely includes several artificially constructed or enhanced areas connecting previously separated caverns and tunnels. It might be a mine or other major excavation as opposed to a natural formation. Roll two extra times for Inhabitants. ✶ If a City, such a network honeycombs the earth below, and was likely a major part of the city's operations when it was active. Roll one extra time for Inhabitants, with the result living here beneath the surface.
14–15	**VAST LABYRINTH** A network so large its exploration could be the center of an entire campaign. Without a guide or map, those entering could easily become lost. ✶ If a Cave Complex, remember that cave systems are not built on human scales or for human convenience. Vertical construction, very large and very small areas, and regions inhospitable to life are common in such complexes. They also make good homes. Roll three extra times for Inhabitants. ✶ If a City, such a maze of twisty passages is certainly occupied. Roll two extra times for inhabitants, with both results living someplace within the complex. If intelligent, they may be at war.
16–17	**CONNECTS TO ANOTHER LOCATION** Some portion of the pits provide underground passage to another location, which may or may not be known to the denizens or either end. ✶ If a Cave Complex, the connection is likely to be some kind of riverbed or other waterway, though it will likely be dry. ✶ If a City, assume security measures are in place. This could simply be a series of secret or hidden doors, or it might be traps or beasts protecting the entry from marauders.
18–20	**SUBTERRANEAN WORLD** At the bottom of the pits is an enormous formation, with room for unimaginabe wonders . ✶ If a Cave Complex, this is a truly vast single cavern. What formed it or is inside of it is up to the narrator's imagination. ✶ If a City, a portion of the metropolis is actually in a vast cavern far below the surface. This might have been a military or scientific base, a now-dried aquifer, or the quarters of slaves, depending on who built the place originally.

D20	SIZE TABLE
01–02	**SETTLEMENT** Settlements are informal collections of people or buildings gathered for mutual support. Individual red Martian farms and semi-permanent green Martian camps are two common examples. ✶ If a City, this is group of one a dozen or so small buildings and perhaps one or two larger ones, usually beneath the notice of adventurers and containing little of value. Roll for inhabitants. If the result is "Abandoned," it is empty of life. ✶ If Hidden, it's a single camouflaged shelter, probably used by hunters or troops for safe haven as they move through the area.
03–05	**OUTPOST** A small, dedicated facility built for a specific purpose and abandoned once that purpose is fulfilled. ✶ If a City, it's a current or previous military, scientific, or espionage station. It would include operations buildings and barracks or homes, and may still contain weapons or other supplies. ✶ If Hidden, this will almost certainly be a military post. It will be fortified and possibly garrisoned.
06–08	**TOWN** Such places once served a single purpose, with any outbuildings supporting the main concern. While functioning, they were rarely independent, and items left behind may thus be surprisingly cosmopolitan. ✶ If a City, this is a collection of up to one hundred small and medium buildings, usually nearby the reason for the town, such as a mine, canal nexus, or dried seaport. ✶ If Hidden, it will consist of perhaps half a dozen camouflaged or underground buildings all connected and secured.
09–13	**SMALL** A smaller but established institution. Some are built around a single industry or purpose, while others are simply a nexus for goods and information from surrounding smaller locations. ✶ If a City, it consists of hundreds of buildings along wide avenues, plazas and garden, with courtyards, palaces, and great public buildings scattered throughout. At one time these places were home for many thousands of Martians. Roll an additional time for Inhabitants. ✶ If Hidden, the facility consists of three or four central stations surrounded by one hundred support buildings. Such facilities are rarely entirely empty. Roll for Inhabitants.
14–18	**MAJOR** An example of the largest and most successful urban or exploratory environments, built to perform multiple functions across centuries and millennia. ✶ If a City, this giant metropolis embodies thousands of buildings, common across the plains and ancient sea beds of Barsoom. These will almost always include several massive palaces, arenas, gardens, or other public works, each of which could house mystery and adventure aplenty! Roll two additional times for Inhabitants, and on additional time for Features/Dangers. ✶ If Hidden, it will be cleverly camouflaged to match the surrounding terrain, and consist of hundreds of buildings. Such major facilities are not abandoned lightly. Roll twice on the Features/Dangers table, rerolling any nonthreatening results.
19–20	**VAST** Among the largest examples of its type, this find could form the basis of multiple campaigns. It is truly huge, and an amazing discovery for the heroes. ✶ If a City, it was previously home to hundreds of thousands, even millions, of people. The palaces and courts of these places are themselves the size of a small city. ✶ If Hidden, such subterfuge is a technological wonder. The place is almost certainly underground or made invisible by amazing scientific wonders. Once inside, the heroes may find themselves facing other examples of the wondrous techniques and technologies of the place's original builders.

Premade Places

Below are several places built using the tables above. Narrators can use them as premade discoveries ready to be put on their maps, as starting-off points for their own creations, or simply as illustrations as how best to use the tables.

The Lost City of Aram-Uram

ABANDONED CITY FILLED WITH ANCIENT HORRORS

Roll Results:

- **Starting Table (Sea Beds):** City (8)
- **Size Table:** Major (14)
- **Environs Table:** Dry Watercourse (11)
- **Decay Table:** Intact (18)
- **Features/Dangers Table:** Dangerous Plants (16), Grand Galleries (2)
- **Pits Table:** None (1)
- **Inhabitants Table:** Rare Beasts (19)
- **Three bonus Inhabitant Table rolls for Size and Decay:** Abandoned (11), Abandoned (10), Common Martians (7)

Aram-Urum was once known for the grandeur of its gardens. Great pillars hundreds of feet high formed the scaffolding for vines tall as great trees, and their shadow sheltered the most delicately beautiful flowers on Barsoom. As the seas receded, leaving both the river and the shoreline dry, the people fled, leaving the gardens behind. Over the next decade, most of the plants died, but a few mutated into dreaded corpseblossoms. In any scene played out in this surprisingly intact city, the narrator may spend 1 Threat for the budding flowers to suddenly bloom. Those nearby must make a (D2) ***Cunning + Daring*** *or become dazed in a pleasant stupor making all tests requring Reason 2 steps more difficult, and all physical tests involving Daring or Might harder by one level. The scent of the bloom also attracts ulsio by the dozens, who feed on the drugged victims, leaving the bones to fertilize the blossoms.*

Mutant Ape Observation Post

SCIENTIFIC STUDY STATION FOR EMERGING PHENOMENON

Roll results:

- **Starting Table (Plains):** Hidden (20)
- **Environs Table:** Hills (2)
- **Size Table:** Town (8)
- **Inhabitants Table:** Common Martians (8)
- **Features/Dangers Table:** Nocturnal Stalkers (14)

An isolated valley in this corner of Barsoom is home to a species of orange-furred carnivorous ape. They are the size (and use the statistics) of the white apes of barsoom. They use pack tactics, and attack from ambush, and occasionally throw large stones or other improvised weapons. During the day, they hide among nearby outcroppings of quartz crystal. At night, they hunt whatever game they can find. Well-hidden inside the tallest hill surrounding the valley is a collection of five underground rooms: the work and living stations of a scientific outpost. Led by red Martian scientist Tal Imos, a team of a dozen researchers study this new form of ape, hoping to learn how to make them domesticated beasts of burden and war.

The Crumbling Peak

EVER-REFRESHING PLAIN OF TUMBLING SCREE

Roll results:

- **Starting Table (Mountains):** Natural (8)
- **Artifacts Table:** Modern (16)

Crossing this section of mountains, the first thing heroes notice is the terrible brimstone smell. A peak, visible in the distance, is in a constant state of low-grade eruption, making the ground here unstable at all times. Narrators can spend 2 Threat to force a (D2) ***Daring + Cunning*** *test at any time to avoid falling or injury, or 3 Threat to cause a full-scale avalanche.*

First Born Ambuscade

DEADLY ENCOUNTER UNDER THE TREES

Roll results:

- **Starting Table (Forest):** Travelers (18)
- **Environs Table:** Flatland (5)
- **Inhabitants Table:** Rare Martians (2)

At the center of a clearing here is an enormous, wrecked flier of a battleship or heavy cruiser class. Those knowledgeable will note that it is of an older model, many years out of date, and marked with the signs of many battles. Hidden among the trees surrounding the clearing are a dozen First Born raiders. This is their ship, recently crashed. They want supplies, and are waiting in ambush.

The Blasted Fen

MUTANT-HAUNTED RUINED CIRCLE OF DEAD SWAMP

Roll results:

- **Starting Table (Wetland):** Mystery (9)
- **Artifact Table:** Ruin (14)
- **Decay Table:** Pristine (20)
- **Inhabitants Table:** Creature Stranger Still (20)
  Roll for Creature: Crawling Terror (13)

Deep in one of the rare forrested areas of Barsoom, in middle of a thriving swamp, is a circular area devoid of all living things. Stunted, dead trees protrude from sickly grey soils. The ever-present vegetation from elsewhere in the area is entirely missing. Nothing moves or grows here. At the center of this area is a deep, water-filled pit: home to four strange, monstrous, humanoid creatures unlike anything seen on Barsoom. These beings of pestilence live to cause disease and death, and will not hesitate to attack any foolish enough to investigate their home.

This entry produced the apparent contradiction of a "pristine ruin", which we solved by making the ruin an ancient artifact, but well-preserved despite its age while simultaneously "ruining" the plant life in the area.

The Caves of Woe

ICE CAVERNS WITH A TERRIBLE SECRET

Roll Results:

- **Starting Table (Ice Caps):** Caves (3)
- **Environs Table:** Dry Watercourse (13)
- **Inhabitants Table:** Common Beasts (16)
- **Features/Dangers Table:** Ancient Technological Hazard (1)
- **Pits Table:** Modest Network (8)

On the surface of the ice fields of Barsoom's northern pole, positioned approximately opposite the Valley of Lost Souls, is a network of 30 interconnected caves, carved out of the ice by geothermal heat. They appear to flow like the course of a mighty river, due to the motion of heated air and steam. The heat would make the caves seem like a valuable shelter against the freezing polar conditions, but they are home to a herd of over 20 apts, who hunt and devour any who tarry here. At the very bottom of the network is the device responsible for the heat flow: an ancient geothermal generator which no longer produces power, but still conducts heat from rods set deep in the earth. Every so often, it vents excess heat in a wave that damages anything other than the apts. Narrators can spend 2 Threat to summon the wave, which inflicts 2 on those within the caves.

You asked for one more bit to add in here, so I've written this up (I do enjoy getting to do a little writing here and there!)

Journey of Giants

MYSTERIOUS MIGRATION OF A TERRIBLE BEAST

Roll Results:

- **Starting Table (Ice Caps):** Travelers (19)
- **Environs Table:** Badlands (18)
- **Inhabitants:** Common Beasts (16)

In the shadow of an icy, rocky hill any observer can look up and see the hulking silhouettes of a single pack of orluks. The sound of heavy footfalls and monstrous roars can be heard echoing across the frozen landscape causing ice and snow to tumble down in a blinding flurry. Any who are brave enough to follow the beasts over the hill will encounter a worrying phenomenon. Within the low valley on the other side, should be a small Okar settlement where travelers can find a place to rest. Instead there are hundreds of orluks and the settlement is almost entirely destroyed. Should the pack continue to migrate south, the domed cities of the Okar may well suffer an equally destructive fate. How such a large pack formed and why is a mystery, along with the pack's reason for choosing the rocky hills and valleys for its new feeding ground.